

RULES FOR GAMES PLAYED

TEXAS HOLD'EM : A BUTTON WITH THE WORD "DEALER" ON IT , IS USED WITH TWO BLINDS. ALL ACTION IS CLOCKWISE. STARTING WITH THE PLAYER FIRST IN FRONT OF THE DEALER BUTTON. EACH PLAYER MUST ACT IN TURN . THE BUTTON IS ADVANCED ONE PLAYER AFTER EACH HAND.

OMAHA: SAME AS ABOVE

RANKING OF HANDS "HIGH" WITH A 52-CARD DECK

ROYAL FLUSH
STRAIGHT FLUSH
FOUR OF A KIND
FULL HOUSE
FLUSH
STRAIGHT
THREE OF A KIND
TWO PAIR
ONE PAIR
NO PAIR-HIGH CARD

WAGERING CONVENTIONS, BETTING AND FEE COLLECTION

**TEXAS HOLD'EM AND OMAHA:
GAMES LIMIT OFFERRED: (2-4), (3-6), (4-8), (6-12)**

FEE COLLECTION LIMIT

LIMIT	FIVE OR LESS PLAYERS	SIX OR MORE PLAYERS	TEXAS HOLD'EM WITH JACKPOT
2-4	1	2	3
3-6	2	3	4
4-8	2	4	5
6-12	3	4	5

TEXAS HOLD'EM

A SMALL FLAT DISK CALLED "BUTTON" IS USED TO INDICATE THE DEALER POSITION.

PRIOR TO THE CARDS BEING DEALT, THE FIRST PLAYER TO THE LEFT OF THE DEALER POSTS A SMALL BLIND AND THE SECOND PLAYER TO THE DEALER'S LEFT PUTS UP A BIG BLIND WHICH IS EQUAL TO THE FIRST ROUND BET. BLINDS ARE "LIVE" BETS AND SIGNIFIES TWO THINGS: (1) A BLIND IS A REAL BET , AND TO ENTER THE POT, A PLAYER IN THE BLIND POSTION NEEDS ONLY TO MAKE UP THE DIFFERENCE , IF ANY BETWEEN THE BLIND AND THE CURRENT BET, (2) PLAYERS IN THE BLINDS HAVE THE OPTION OF RAISNG WHEN THE ACTION GETS BACK TO THEM, EVEN IF THERE WERE NO PRIOR RAISE.

EACH PLAYER RECEIVES TWO CARDS DEALT FACE DOWN ONE AT A TIME. ACTION IS INITIATED ON THE FIRST BETTING ROUND BY THE PLAYER TO THE IMMEDIATE LEFT OF THE BIG BLIND, WHO HAS THE OPTIONS OF FOLDING HIS HAND, CALLING THE BIG BLIND OR RAISE. THE ACTION MOVES CLOCKWISE IN THE SAME MANNER UNTIL ALL PLAYERS HAVE EXERCISED THEIR OPTIONS AND ALL BETS HAVE BEEN CALLED. AFTER THE FIRST ROUND OF BETTING IS COMPLETED THREE CARDS CALLED THE " FLOP" ARE TURNED FACE UP SIMULTANEOUSLY IN THE CENTER OF THE TABLE. THEN ANOTHER ROUND OF BETTING OCCURS IN THE SAME MANNER AS THE FIRST ROUND OF BETTING. THEN ANOTHER FOURTH CARD CALLED THE "TURN CARD" IS DEALT FACE UP NEXT TO THE "FLOP" . THEN ANOTHER ROUND OF BETTING. A FIFTH CARD CALLED THE "RIVER CARD" IS DEALT FACE UP. THEN ANOTHER ROUND OF BETTING.

THESE FIVE CARDS ARE CALLED "COMMUNITY CARDS" AND ARE SHARED BY ALL ACTIVE PLAYERS IN THE HAND. A FINAL ROUND OF BETTING OCCURS AND THEN SHOWDOWN.

THE PLAYERS WHO MAKE THE BEST FIVE-CARD POKER HAND, USING ANY COMBINATION OF THE FIVE CARDS ON THE BOARD AND THE TWO CARDS IN HIS/HER HAND, WINS THE POT. IF MORE THAN ONE PLAYERS HAVE THE BEST HAND THE POT WILL BE SPLIT AMONG THEM.

TEXAS HOLD'EM IS DEALT FROM A HAND HELD STANDARD 52-CARD DECK

OMAHA (HIGH-LOW SPLIT: EIGHT OR BETTER TO QUALIFY)

IN OMAHA HIGH-LOW POKER, THE POT IS SPLIT EQUALLY BETWEEN THE HIGH CARD HAND WINNER AND THE BEST LOW CARD HAND WINNER.

- (A) THE PLAYERS TO THE LEFT OF THE DEALER BEGINS THE GAME BY POSTING BLIND BETS. THE PLAYER ON THE DEALER'S LEFT POST A SMALL BLIND BET. THE PLAYER ON THE SMALL BLIND'S LEFT POST A BIG BLIND BET.

(THE DEALER'S POSITION AT THE TABLE CHANGES AFTER EVERY GAME, THE DEALER BUTTON SHOWS THE DEALER'S POSITION AT THE TABLE)

- (B) FOUR POCKET CARDS ARE DEALT TO EACH PLAYER
(C) IN THE FIRST ROUND, THE PLAYER TO THE BIG BLIND'S LEFT PLAYS FIRST AND CAN EITHER:

FOLD
BET
RAISE

(IN THE FIRST ROUND, BETTING IS CAPPED AT ONE BET, THREE RAISES PER PLAYER)

- (D) IN THE SECOND ROUND, THREE COMMUNITY CARDS ARE DEALT IN THE CENTER OF THE TABLE. THIS IS THE FLOP. A ROUND OF BETTING FOLLOWS AND CAN EITHER:

CHECK
FOLD
CALL
RAISE

- (E) IN THE THIRD ROUND, A FOURTH COMMUNITY CARD IS DEALT. THIS IS THE TURN CARD. ANOTHER ROUND OF BETTING FOLLOWS.
(F) IN THE FOURTH ROUND, A FIFTH COMMUNITY CARD IS DEALT. THIS IS CALLED THE RIVER CARD. THE FINAL ROUND OF BETTING FOLLOWS. THE REMAINING PLAYERS THEN USE TWO OF THEIR FOUR POCKET CARDS AND THREE COMMUNITY CARDS TO CREATE THE BEST FIVE-CARD LOW AND FIVE-CARD HIGH HAND POSSIBLE. PLAYERS WITH THE BEST HIGH AND LOW HANDS SPLIT THE POT.

****WINNING HANDS MUST CONSIST OF TWO POCKET CARDS AND THREE COMMUNITY CARDS. LOW HAND CAN ONLY WIN IF ALL THE CARDS HAVE A VALUE OF 8 OR LESS.***

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Revised 2-25-05

December 23, 2003

PUSH-9

PUSH-9 GAME IS LIMIT TO 9 PLAYERS. EACH PLAYER IS DEALT THREE CARDS STARTING AT THE BUTTON, ONE AT A TIME FACE DOWN IN CLOCKWISE ROTATION. THEN A ROUND OF BETTING. WHEN A PLAYER HAS BET OR RAISED THE LIMIT OF THE GAME, THERE CAN BE NO MORE RAISES. IF A PLAYER DOES NOT CAP/RAISE THE MAXIMUM BET, THE RAISE WILL CONTINUE UNTIL IT IS CAPPED.

ALL PLAYERS STILL IN THE HAND, SHOWDOWN THEIR HANDS, HANDS ARE READ BY THE DEALER. IF THERE IS A TIE (PUSH), THE HAND IS CONTINUED UNTIL ONE WINNER, ANY PLAYER WISHING TO PLAY CAN BUY IN FOR ONE HALF THE SIZE OF THE POT.

IN THIS GAME THERE IS NO ALL IN, IF A PLAYER WISH TO CALL A RAISE, HE/SHE WILL BE GIVEN TIME TO COME UP WITH THE AMOUNT OR HE/SHE WILL LOSE THE HAND.

PUSH POT

IF THE HAND IS TIED (PUSH), THE RAISE OF THE GAME WILL BE DOUBLED. (EXAMPLE OF A TIE (PUSH)- TWO PLAYERS MUST HAVE THE SAME STRAIGHT OR SAME POINT..

TACT TEAM

ANY TWO PLAYERS CAN PLAY AS A TACT TEAM, BUT THEIR INDIVIDUAL HAND MUST HAVE 8 POINTS OR BETTER. IF ONE THE HAND IS 7 POINTS OR LESS, THE HAND IS AN AUTOMATIC FOUL HAND. THE PLAYER THAT MADE THE LAST CALL WILL WIN THE POT.
(capping is not tacting)

HANDS VALUED IN SEQUENCE:

THREE OF A KIND-AAA, KKK, QQQ, ETC..

STRAIGHT-ACE, KING ,QUEEN, KING QUEEN, JACK, ECT.

PICTURE CARDS-NOT MAKING A STRAIGHT

POINT-9,8,7,6,5, ECT.

COLLECTION FEE

PUSH-9 IS PLAYED WITH AN ANTE.

<u>LIMIT OFFER</u>	<u>ANTE</u>	<u>COLLECTION</u>
\$ 1-\$10	\$1	\$2
\$ 2-\$20	\$2	\$3
\$ 3-\$30	\$3	\$3
\$ 5-\$50	\$5	\$4
\$10-\$100	\$10	\$4
\$20-\$200	\$20	\$4

COLLECTION FOR PUSH HANDS

\$1 DOLLAR COLLECTION FOR EVERY PUSH HAND UP TO MAXIMUM OF EIGHT PUSH. NO MORE COLLECTION BEYOND THE EIGHTH PUSH.

When PUSH POT exceeds the maximum table limit (\$200), excess amount is divided between the push players. Buy -in by other players will be \$200.

PUSH-9 IS DEALT FROM A HAND HELD DECK STANDARD 52-CARD DECK

No Bust – 21st Century Blackjack

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

- Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
 - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
 - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.

12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.
13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.
14. A Joker with any card is a hard 21 and a player cannot draw an additional card.
15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
17. Backline betting is allowed; subject to local ordinance or code.
18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

No Bust – 21st Century Blackjack

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

No Bust Blackjack

Collection

Table Limits	Player/dealer	Player
\$2- \$20	25cents	25cents
\$ 5-\$ 50	50 cents	50 cents
\$ 10-\$100	\$ 1	\$ 1
\$ 50-300	\$ 2	\$ 2